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A Downey

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[BOOK] Predicting Queue Times on Space-sharing Parallel Computers - group of 16 »
AB Downey - 1996 - doi.ieeecs.org
... Proceedings of the 11th International **Parallel Processing** Symposium (IPPS '97) 1063-7133/97 ... the least-squares fit for the ob- served data (**intercept** 0 = -0.18 ...
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Parallel Greedy Randomized Adaptive Search Procedures - group of 6 »
MGC Resende, CC Ribeiro - Parallel Metaheuristics: A new class of algorithms - research.att.com
... Consequently, parameters λ and μ of the two-parameter exponential distribution can be estimated, respectively, by the slope and the **intercept** of the line ...
Cited by 2 - Related Articles - View as HTML - Web Search

[PS] To appear in IPPS'97 - group of 3 »
AB Downey - To appear in IPPS - sdsc.edu
... Paragon at SDSC. The gray line shows the least›squares t for the ob› served data (**intercept** 0 = ›0.18, slope 1 = 0.10). the logs ...
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Impact of Scramjet technology in supporting the army's mission to defend CONUS against cruise ... - group of 2 »
J Hall, C Mayfield, R Toll, D Yu - Systems and Information Engineering Design Symposium, 2005 ..., 2005 - sys.virginia.edu
... hinges on two factors: maximum **intercept** range and ... times as ran- dom within time **distribution parameters**. ... a simu- lation that has **parallel processing** based on ...
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[PS] Trace-driven network path emulation - group of 2 »
B Melander, M Björkman - it.uu.se
... and delay models that are found to perform best are those that determine loss and delay based on loss rates and delay **distribution parameters** calculated across ...
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AFIT/GOR/ENS/98M-23
US MODELING - 1998 - research.au.af.mil
Page 1. AFIT/GOR/ENS/98M-23 ALTERNATIVE ASSESSMENT FOR AN AIRCRAFT MAINTENANCE SYSTEM
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**All Results**
B McElree
J Kim
K Li
D Lilja
T Van Zandt

Calypso NT: Reliable, Efficient **Parallel Processing** on Windows NT Networks - group of 4 »
D Mclaughlin, S Sardesai, P Dasgupta - Disponível por WWW em http://www. cs. nyu. edu/milan/ ..., 1999 - eas.asu.edu
... Other **parallel processing** systems do not differentiate between the ... calls that function with the appropriate **parameters**. ... block so as to **intercept** and process ...
Cited by 6 - Related Articles - Cached - Web Search

Statistical mimicking of reaction time data: Single-process models, parameter variability, and ... - group of 5 »
T Van Zandt, R Ratcliff - Psychonomic Bulletin & Review, 1995 - rats.psy.ohio-state.edu
... The serial/**parallel processing** issue is one of exact mathematical ... influence the way the process **parameters** vary from ... For **instance**, as a sub- ject becomes more ...
Cited by 28 - Related Articles - View as HTML - Web Search - BL Direct

Utilizing heterogeneous networks in distributed parallel computingsystems - group of 6 »
JS Kim, DJ Lilja - High Performance Distributed Computing, 1997. Proceedings. ..., 1997 - ieeexplore.ieee.org
... or bandwidth, that is a function of the independent **parameter**. ... data transfer), or the network traffic load, for **instance**. ... and 11 is the Y-**intercept**, as shown ...
Cited by 13 - Related Articles - Web Search

A Java-Based Parallel Programming Support Environment - group of 7 »
KA Hawick, HA James - Proc. High Performance Computing and Networking HPCN ..., 2000 - Springer
... is sent with an initialisation request and run-time **parameters** to the ... a gradient of 575 ms per slave **instance** and y-**intercept** of 498ms. ... **Parallel Processing** Symp ...
Cited by 5 - Related Articles - Web Search - BL Direct

Integration, interruption and processing rate in visual backward masking - group of 3 »
E Scheerer - Psychological Research, 1973 - Springer
... The temporal **parameters** of the integration interval are ... still holds when a **parallel processing** model is ... consideration of slope and **intercept** of backward ...
Cited by 28 - Related Articles - Web Search

Using reflection for incorporating fault-tolerance techniques into distributed applications - group of 14 »
A Nguyen-Tuong, AS Grimshaw - **Parallel Processing** Letters, 1999 - cs.virginia.edu
... Events allow programmers to **intercept** and reroute both ... data flow designed for coarse-grained **parallel processing**. ... which case we call them implicit **parameters**. ...
Cited by 12 - Related Articles - View as HTML - Web Search - BL Direct

[BOOK] Automatic Configuration and Run-time Adaptation of Distributed Applications - group of 17 »
F Chang, V Karamcheti, NEW YORK UNIV NY COURANT ... - 1999 - Defense Technical Information Center
... updates control **parameters** in the server **instance** of the ... in- stance, the code can **intercept** application's ... specify new values for control **parameters** as well ...
Cited by 41 - Related Articles - Web Search - Library Search

Predictive engineering models based on the EPIC architecture for a multimodal high-performance human ... - group of 7 »
DE Kieras, SD Wood, DE Meyer - ACM Transactions on Computer-Human Interaction (TOCHI), 1997 - portal.acm.org
... module is driven by a task **instance** description that ... and all other time **parameters** scaled to this stochastic ... use is made of this **parallel-processing** capability ...
Cited by 72 - Related Articles - Web Search - BL Direct

An Improved Constant-Time Algorithm for Computing the Radon and Hough Transforms on a Reconfigurable ... - group of 5 »
Y Pan, K Li, M Hamdi - IEEE TRANSACTIONS ON SYSTEMS, MAN, AND CYBERNETICS—PART A: ..., 1999 - ieeexplore.ieee.org
... used rather than slope- **intercept** parameterization so ... n01 do begin (* **parameter** computation *) := x ... are many reconfigurable **parallel processing** systems such ...
Cited by 7 - Related Articles - Web Search - BL Direct

A fast spotlight-mode synthetic aperture radar imaging system - group of 4 »
VK Madisetti - Communications, IEEE Transactions on, 1994 - ieeexplore.ieee.org
... im- plementations are expected on **parallel processing** systems and ... origin depends on both the slope and **intercept**. ... The **parameter** therefore repre- sents the two ...
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[PS] PERFORMANCE STUDY OF THE CORBA MULTI-THREADED ORB ARCHITECTURES IN VISIBROKER 3.3 - group of 2 »
Y Liu - 1999 - eng.auburn.edu
... **processing** ... The major benefit of multi-threading programs over **non-threaded** ones is ... that marshals application **parameters** into a common data-level representation ...
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[PS] PERFORMANCE STUDY OF THE CORBA MULTI-THREADED ORB ARCHITECTURES IN VISIBROKER 3.3 - group of 2 »
Y Liu - 1999 - eng.auburn.edu
**... processing ...** THREADS Page 9. Figure 1. Threads in a Process The major benefit of multi-threading programs over **non-threaded** ones is in their ability **...**
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Miyazaki, T.; Sakamoto, C.; Kuwayama, M.; Saisho, K.; Fukuda, A.;
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9-11 Nov. 1994 Page(s):301 - 306
Digital Object Identifier 10.1109/CMPSAC.1994.342788
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2. **MTIO. A multi-threaded parallel I/O system**
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1-5 April 1997 Page(s):368 - 373
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3. **Comparing gang scheduling with dynamic space sharing on symmetric n using automatic self-allocating threads (ASAT)**
Severance, C.; Enbody, R.;
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4. **Automatic self-allocating threads (ASAT) on an SGI Challenge**
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Hung-Chang Hsiao; Chung-Ta King;
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6. **Thread prioritization: a thread scheduling mechanism for multiple-contex processors**
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9. **Boosting SMT performance by speculation control**
Luo, K.; Franklin, M.; Mukherjee, S.S.; Sezne, A.;
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| IET CNF | IET Conference Proceeding |
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1. **MTIO. A multi-threaded parallel I/O system**
More, S.; Choudhary, A.; Foster, I.; Xu, M.Q.;
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2. **PUMA: an operating system for massively parallel systems**
Wheat, S.R.; Maccabe, A.B.; Riesen, R.; van Dresser, D.W.; Stallcup, T.M.;
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1. **MTIO. A multi-threaded parallel I/O system**
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2. **PUMA: an operating system for massively parallel systems**
Wheat, S.R.; Maccabe, A.B.; Riesen, R.; van Dresser, D.W.; Stallcup, T.M.;
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1 Data-Driven and Demand-Driven Computer Architecture
Philip C. Treleaven, David R. Brownbridge, Richard P. Hopkins
March 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 1
**Publisher:** ACM Press
Full text available: pdf(4.14 MB) Additional Information: full citation, references, citings, index terms

2 Predictive engineering models based on the EPIC architecture for a multimodal high-performance human-computer interaction task
David E. Kieras, Scott D. Wood, David E. Meyer
September 1997 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 4 Issue 3
**Publisher:** ACM Press
Full text available: pdf(368.70 KB) Additional Information: full citation, abstract, references, citings, index terms

Engineering models of human performance permit some aspects of usability of interface designs to be predicted from an analysis of the task, and thus they can replace to some extent expensive user-testing data. We successfully predicted human performance in telephone operator tasks with engineering models constructed in the EPIC (Executive Process-Interactive Control) architecture for human information processing, which is especially suited ...

**Keywords**: cognitive models, usability engineering

3 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**
**Publisher:** IBM Press
Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer

developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

4 Generative communication in Linda

David Gelernter

January 1985 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 7 Issue 1

**Publisher:** ACM Press

Full text available: pdf(2.48 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Generative communication is the basis of a new distributed programming langauge that is intended for systems programming in distributed settings generally and on integrated network computers in particular. It differs from previous interprocess communication models in specifying that messages be added in tuple-structured form to the computation environment, where they exist as named, independent entities until some process chooses to receive them. Generative communication results in a number ...

5 Implementing remote procedure calls

Andrew D. Birrell, Bruce Jay Nelson

February 1984 **ACM Transactions on Computer Systems (TOCS)**, Volume 2 Issue 1

**Publisher:** ACM Press

Full text available: pdf(1.56 MB) Additional Information: full citation, references, citings, index terms

**Keywords**: distributed naming and binding, inter-process communication, performance of communication protocols, remote procedural calls, transport layer protocols

6 Texture mapping 3D models of real-world scenes

Frederick M. Weinhaus, Venkat Devarajan

December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4

**Publisher:** ACM Press

Full text available: pdf(1.98 MB) Additional Information: full citation, abstract, references, index terms, review

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The techniqu ...

**Keywords**: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels

7 A high-level abstraction of shared accesses

Peter J. Keleher

February 2000 **ACM Transactions on Computer Systems (TOCS)**, Volume 18 Issue 1

**Publisher:** ACM Press

Full text available: pdf(183.57 KB) Additional Information: full citation, abstract, references, index terms,

review

We describe the design and use of the tape mechanism, a new high-level abstraction of accesses to shared data for software DSMs. Tapes consolidate and generalize a number of recent protocol optimizations, including update-based locks and recorded-replay barriers. Tapes are usually created by "recording" shared accesses. The resulting recordings can be used to anticipate future accesses by tailoring data movement to application semantics. Tapes-based mechanisms a ...

**Keywords**: DSM, programming libraries, shared memory, update protocols

8 Process Communication Based on Input Specifications

Jan van den Bos, R. Plasmeijer, Jan W. M. Stroet

July 1981 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 3 Issue 3

**Publisher:** ACM Press

Full text available: pdf(1.59 MB) Additional Information: full citation, references, citings, index terms

9 Distributed nested decomposition of staircase linear programs

James K. Ho, R. P. Sundarraj

June 1997 **ACM Transactions on Mathematical Software (TOMS)**, Volume 23 Issue 2

**Publisher:** ACM Press

Full text available: pdf(199.07 KB) Additional Information: full citation, abstract, references, index terms, review

This article considers the application of a primal nested-decomposition method to solve staircase linear programs (SLPs) on distributed-memory, multiple-instruction-multiple-data computers. Due to the coupling that exists among the stages of an SLP, a standard parallel-decompositon algorithm for these problems would allow only a subset of the subproblem processes to overlap with one another at any give time. We propose algorithms that seek to increase the amount of overlap among the process ...

**Keywords**: computational linear programming, distributed computation

10 Flexible protocol stacks

Christian Tschudin

August 1991 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architecture & protocols SIGCOMM '91**, Volume 21 Issue 4

**Publisher:** ACM Press

Full text available: pdf(823.13 KB) Additional Information: full citation, references, citings, index terms

11 The Integrated Dictionary/Directory System

Frank W. Allen, Mary E. S. Loomis, Michael V. Mannino

June 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 2

**Publisher:** ACM Press

Full text available: pdf(2.71 MB) Additional Information: full citation, references, citings, index terms

12 A case study of verification, validation, and accreditation for advanced distributed

simulation
Ernest H. Page, Bradford S. Canova, John A. Tufarolo
July 1997 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 7 Issue 3
**Publisher:** ACM Press
Full text available: pdf(501.51 KB) Additional Information: full citation, abstract, references, citings, index terms, review

The techniques and methodologies for verification and validation of software-based systems have arguably realized their greatest utility within the context of simulation. Advanced Distributed Simulation (ADS), a major initiative within the defense modeling and simulation community, presents a variety of challenges to the classical approaches. A case study of the development process and concomitant verification and validation activities for the Joint Training Confederation (JTC) is presented ...

**Keywords**: IDEF modeling, advanced distributed simulation, aggregate level simulation protocol, life cycle, validation and accreditation, verification, wargame

13 The universe model: an approach for improving the modularity and reliability of concurrent programs
Reimer Behrends, R. E. Kurt Stirewalt
November 2000 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 8th ACM SIGSOFT international symposium on Foundations of software engineering: twenty-first century applications SIGSOFT '00/FSE-8**, Volume 25 Issue 6
**Publisher:** ACM Press
Full text available: pdf(1.08 MB) Additional Information: full citation, abstract, references, index terms

We present the universe model, a new approach to concurrency management that isolates concurrency concerns and represents them in the modular interface of a component. This approach improves program comprehension, module composition, and reliability for concurrent systems. The model is founded on designer-specified invariant properties, which declare a component's dependencies on other concurrent components. Process scheduling is then automatically derived from these invariants. We illustrate ...

**Keywords**: component-based software engineering, distributed and parallel systems, reliability, software architecture

14 Computers and Privacy: A Survey
Lance J. Hoffman
June 1969 **ACM Computing Surveys (CSUR)**, Volume 1 Issue 2
**Publisher:** ACM Press
Full text available: pdf(1.74 MB) Additional Information: full citation, references, citings, index terms

15 A case for user-level dynamic page migration
Dimitrios S. Nikolopoulos, Theodore S. Papatheodorou, Constantine D. Polychronopoulos, Jesús Labarta, Eduard Ayguadé
May 2000 **Proceedings of the 14th international conference on Supercomputing ICS '00**
**Publisher:** ACM Press
Full text available: pdf(1.33 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents user-level dynamic page migration, a runtime technique which

transparently enables parallel programs to tune their memory performance on distributed shared memory multiprocessors, with feedback obtained from dynamic monitoring of memory activity. Our technique exploits the iterative nature of parallel programs and information available to the program both at compile time and at runtime in order to improve the accuracy and the timeliness of page migration ...

16 A multiprogramming operating system for the TI980A

Henry R. Bauer, Gary D. Thomas, Jeffrey VanBaalen
October 1976 **Proceedings of the annual conference ACM 76**

**Publisher:** ACM Press

Full text available: pdf(481.24 KB) Additional Information: full citation, abstract, references, index terms

The University of Wyoming Computer Science Department has developed several versions of a multiprogramming operating system for research and for student use. This paper describes the background of the systems and the hardware facilities available. Major emphasis is placed on the message driven system and implementation problems presented by the hardware. The description includes the core-resident nucleus, the input/output communications, the file system and the high-level operating system.< ...

17 Lag as a determinant of human performance in interactive systems

I. Scott MacKenzie, Colin Ware
May 1993 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '93**

**Publisher:** ACM Press

Full text available: pdf(564.99 KB) Additional Information: full citation, abstract, references, citings, index terms

The sources of lag (the delay between input action and output response) and its effects on human performance are discussed. We measured the effects in a study of target acquisition using the classic Fitts' law paradigm with the addition of four lag conditions. At the highest lag tested (225 ms), movement times and error rates increased by 64% and 214% respectively, compared to the zero lag condition. We propose a model according to which lag should have a multiplicative effect on Fitts' ind ...

**Keywords**: Fitts' law, feedback delay, human performance modeling, lag, speed-accuracy tradeoff, virtual reality

18 The evolution of DVI system software

James L. Green
January 1992 **Communications of the ACM**, Volume 35 Issue 1

**Publisher:** ACM Press

Full text available: pdf(4.34 MB) Additional Information: full citation, references, citings, index terms, review

**Keywords**: DVI, digital multimedia systems

Results 1 - 18 of 18